



SEN Weekly Worklist June 8th – 12th

Dear Parents,

Below is some suggested work that you can do with your child for week beginning June 8th. This is a general list of ideas for children who receive extra support in school. If your child is finding the below work too easy or difficult please contact your child's S.E.N. teacher for more specific work to support your child's learning.

You could refer to and revisit previous files on the school websites (S.E.N. files).

N.B. Some of the suggested websites may contain ads. Children should always be supervised when using the internet.

Literacy:

- Write an Acrostic Poem using the word S-U-M-M-E-R

Name: _____ Date: _____

S _____

U _____

M _____

M _____

E _____

R _____

- See how many words can you create using the letters in the word SUMMERTIME?
eg. Mum, tie.....
- At the Beach – Oral Language activity to talk about the seaside. <https://www.twinkl.ie/resource/t-l-54028-at-the-beach-oral-language-activity-sheet>
- Making a story: Pick one set of words and use them to think of a sentence, then build on the sentence to create a scene or story and then act it out.
Set 1: Beach, elephant, Santa Claus
Set 2: Waterpark, a witch, a carrot
Set 3: The Playground, a hot air balloon, the toothfairy
- Fill in the missing letters to complete the word – Seaside themed
<https://www.twinkl.ie/resource/phase-4-phonics-seaside-missing-sounds-activity-sheet-t-l-527786>
- Summer read and colour worksheet - <https://www.twinkl.ie/resource/t-t-12241-summer-read-and-colour-worksheet>

- It would be recommended that your child reads aloud daily and with you. All reading is beneficial for children. Share reading together and enjoy a variety of books from different genres with your child (fiction/non-fiction, fairy tales, poetry, comics, magazines)

Maths:

Maths Games:

- Odds and Evens: Do a jumping jack for odd numbers and bend down to touch your toes for even numbers. Close your eyes, listen to the number called out. For e.g. '67' so, either do a jumping jack or bend to touch your toes.
- Cube drop: Another listening one. Drop a number of cubes,(or whatever will make a sound), into a container and the child must identify how many cubes are dropping in. Eyes must be closed.
- Before and After: Think of a number, say 12. Then the child must say the number before/after 12.
- Number Attack: Think of a number, say 15, then the child must write as many ways as possible of getting the number 15. They can add or take away. You can set a timer of three minutes for this task.
- What's Missing? Give you child 5 numbers in order and leave out one. Then ask him/her what number is missing. So, for e.g. 37, 38, 39,X , 41...what's missing?
- Buzz Game – you count up, but you can't say a number with a certain digit. So, you choose before you start – You can't say a number with 2 and 7.

Maths Board Games – can be printed or use them to help create your own – children can be encouraged to make their own Maths Games also.

- Addition to 20 Board Game - <https://www.twinkl.ie/resource/t-n-1801-addition-bus-board-game>
- Subtraction to 10 - <https://www.twinkl.ie/resource/us-t-n-4590-subtraction-bus-board-game>
- Doubles Board Game - <https://www.twinkl.ie/resource/t-n-1796-doubles-addition-bus-board-game>

Online Games – The Topmarks Website has lots of great educational games here are some worth trying out with your child.

- More or Less: Counting on or back in ones <https://www.topmarks.co.uk/learning-to-count/chopper-squad>
- Counting on or back in tens (up to 100) <https://www.topmarks.co.uk/learning-to-count/chopper-squad>
- Symmetry: Find the other half of the picture from the selected options – you can try out the different options before making final choice <https://www.topmarks.co.uk/symmetry/symmetry-matching>
- As above but with shapes – a little bit harder so really will need to click into different options before submitting. Worth asking your child to talk about the shape and making a guess before trying out the different options <https://www.topmarks.co.uk/symmetry/symmetry-matching>
- Money: Ordering – put the coins in the correct order <https://www.topmarks.co.uk/money/coins-game>
- Money: Pick the correct coins to make up the price of the Toy <https://www.topmarks.co.uk/money/toy-shop-money/eur>
- Length: Measuring in cm (2nd class) Look at the item beside the ruler and pick the correct answer from the different options <https://www.topmarks.co.uk/maths-games/measuring-in-cm>

Fine and Gross Motor Skills:

Fine Motor Skills:

- Baking – Any recipe that involves making breadcrumbs from mixing margarine or butter with flour helps strengthen the muscles used in writing and cutting. It is also a hands-on Maths activity if you help your child weigh the different quantities of ingredients. Here are 2 links to recipes that you might like to try. Scones https://www.bbc.co.uk/food/recipes/tea_time_scones_77839 and Rock buns <https://www.bbcgoodfood.com/user/71857/recipe/rock-buns> (This recipe mentions chocolate chips – I make it using raisins or cherries, the recipe also mentions caster sugar but any kind of sugar will do).
- Watering your plants – Take an empty spray cleaner/disinfectant bottle and wash and rinse it with warm water including the nozzle. Fill it with water and invite your child to water your plants/garden using it. Squeezing the spray attachment will strengthen their hand muscles and help keep them outside. Alternatively, they can use it as a kind of spray water gun – be prepared to get wet!

Gross Motor Skills:

- Animal Walks: Walk like a bear, a crab, a frog, a kangaroo. Here is a link to some easy instructions to help you out. <https://www.cbc.ca/parents/learning/view/12-animals-walks-for-kids-to-get-moving> Also worth taking a look at this short video which demonstrates what some of these look like <https://www.youtube.com/watch?v=vHaSyDLUd1s>
- Homemade Bowling game: Collect a minimum of 6 (and up to 10) empty bottles (Water, Juice etc. – you can have them all of the one type or you can use a variety of different containers) Fill them with water and screw back on the top firmly (optional- you can add some food colouring or paint to the water to make it look colourful). Arrange the bottles in a triangular shape and mark a line that you must stand behind when throwing a ball to knock over as many bottles as you can. Each player gets two throws and only place the bottles upright after the 2nd throw when they have counted how many they have knocked over. Decide how many rounds to play and keep score.

